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**PILGRIMAGE GUARD**

*Noldor. Warrior.*

**Response:** After a card effect adds any number of resources to the resource pool of a hero you control, ready Pilgrimage Guard.

*"Yes, it is Elves. One can meet them sometimes in the Woody End. They don't live in the Shire, but they wander into it in spring and autumn, out of their own lands away beyond the Tower Hills."*

—Frodo, The Fellowship of the Rings

**ALLY**

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**ÓIN**

*Dwarf. Warrior.*

Óin does not exhaust to defend against damaged enemies.

*"We found truesilver ... wellforged ... mithril ... Óin to seek for the upper armouries of Third Deep ... go westwards ... to Hollin gate." —The Book of Mazarbul*

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